THE GAME

Angry Angelo has raided Antonio's Donut Factory sending the entire complex amuck! Donuts have come alive and are jumping around in wild frenzies. Machines have gone out of control throwing cooking fat, dough and icing sugar everywhere! You must help poor Antonio climb ladders, jump platforms and ride elevators to reach the top floor and shut down the factory's power generator which will restore law and order. But hurry for time is running out!

DONUT DILEMMA features 10 different screens of crazy factory floor space! FULL colour high resolution real time graphics and sound effects makes this game one of the best ever designed for the TRS-80 Colour Computer.

HOW TO LOAD DONUT DILEMMA

Turn on computer and wait for the OK prompt to appear. Prepare cassette in tape player and rewind to start. Type CLOADM and then press the ENTER key. Press the PLAY button down on the tape player and Donut Dilemma will start loading after a short delay. When the OK prompt reappears, type EXEC and press the ENTER key. Program will execute.
If an I/O ERROR occurs raise/lower volume on tape player and try again.

KEYBOARD CONTROLS

Walk left............... Left arrow key
Walk right.............. Right arrow key
Climb up ladder........ Up arrow key
Climb down ladder...... Down arrow key
Jump up................ Spacebar
Jump left.............. Spacebar & left arrow key together
Jump right............. Spacebar & right arrow key together
Throw dough mix left... Up/Down arrow keys together & left arrow key
Throw dough mix right.. Up/Down arrow keys together & right arrow key
Panic Button........... P refills dough bag & stalls timer (once per game)
Game Pause............. SHIFT and @ keys together
Abort Game............. SHIFT and BREAK keys together

FLOOR DESCRIPTIONS

FLOOR 1 : Ladders & Platforms	FLOOR 6 : Chopper Block
FLOOR 2 : Fat Spurters	FLOOR 7 : Puzzle Platforms
FLOOR 3 : Sugar Sprinkler	FLOOR 8 : Berserk Bucket
FLOOR 4 : Cream Blaster	FLOOR 9 : Crumble Caper
FLOOR 5 : Conveyor Belts	FLOOR 10: Power Generator

SCORING

Bouncing Donut.................... = 200 points
Circuit Breaker.................. = 100 points
Completion of 1 floor level...... = (Bonus Timer) x 10

WHAT TO DO

For each floor level except floor 10, you must get to the small elevator platform which will then take you up through the ceiling and into the next floor level. Unfortunately, due to circumstances beyond anyone's control, the three circuit breakers (the flashing squares) which activate the elevator have been switched off. You must therefore activate all 3 circuit breakers to activate the elevator. Bouncing donuts will be in your way and the only way to get past them is to 'POP' them by throwing a handfull of dough mix at them. To get some dough mix, you must firstly get the purple bag which contains 5 handfulls of dough.

Your main goal is to reach floor 10 and deactivate the power generator which will restore law and order in the Antonio's Donut Factory.

HINTS AND TIPS

> In order to master Donut Dilemma, you must firstly master the keyboard controls. Use screen 1 (the easiest) as a practice screen.
> When jumping from one platform to another, make sure you jump off the first platform close to its edge to ensure that you will land properly on the next platform.
> All the moving platforms are coated with cooling oil and you must therefore walk WITH them or you'll slip off!
> Screen 9 is not impossible! It just needs a bit of thought.
> When you first start up the game, it will display a grey or blue coloured screen. Press the RESET button at the back of your computer until this screen is blue. This is to set up the correct colour attributes for AUSTRALIAN TV SYSTEMS. You may need to adjust the tuning on your TV set if you have difficulty in getting a reasonable blue.
> Remember, you are working against the clock so work quickly. If you get into strife, you can use the Panic button (P) which will refill your dough bag and temporarily stall the timer but this can only be used once!
> When you start a game, you will have the option to select a practice game. A practice game is just like a proper game except that there is no scoring and you have unlimited lives. To exit from the practice mode, press SHIFT & BREAK together (abort).
> If the program is left alone while displaying the title page, it will switch to the Donut Busters page followed by a floor display mode.